Gaming the System: Creating Virtual Reality Scenarios for Healthcare Process Improvement at CAVHS

Project Title	Gaming the System: Creating Virtual Reality Scenarios for Healthcare Process Improvement at CAVHS
Project Summary	Contribute to improving services provided to our nation's Veterans. Be a part of the virtual Intern team using gaming technology to create simulated solutions to real-life process issues.
Country	United States

Project Description

The goal of this project is to improve the delivery, comprehension, and retention of Lean process improvement education through the use of gaming technologies to simulate real world process issues and provide practical application for Lean concepts. The team will develop case scenarios and create games and virtual simulation to apply Lean tools and concepts to improve process efficiency and outcomes.

Required Skills or Interests

Skill(s)
Analytical writing
Coding
Data visualization
Design thinking
Educational design

Additional Information

Lean thinking and methods increase organizational effectiveness by improving processes and reducing wastes. Today, Lean is used in most global industries and virtually all organizational sectors, including healthcare.

Research studies suggest that the application of Lean methods in healthcare can create the following results:
• Significant improvements in quality, including patient safety and satisfaction
• Increases in employee morale by respecting the voices of front-line staff
• Improved healthcare processes, or value streams, and positive impacts on system productivity
• Decreased costs, increased Returns on Investment (ROI), and ability to work within budget constraints
• Timely delivery of services
• Increased ability to react quickly to changes in demand (Agile)
• Ability to meet and exceed internal and external customers' increased demand in value.

Language Requirements

None